Full Circle

HE I DE E DE AGA I E F HE B I C I

ISSUE #41 - September 2010

VIRTUALIZATION
PT4 : F EE B D

INTERVIEW - Leann Ogasawara

10.10' K

full circle magazine is neither affiliated with, nor endorsed by, Canonical Ltd.

Full Circle

HE I DE E DE AGA I E F HE B I C I

My Opinion p.21

Ubuntu Women p.33

Program In Python Pt15 p.08

Team Interviews p.27

E , '

C (C)

.

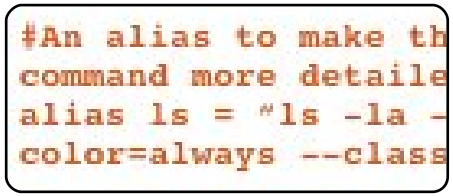
MOTU Interview p.26

- J

, F .

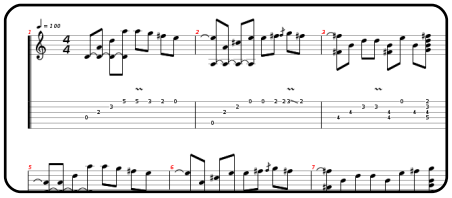
Ubuntu Games p.34

Virtualization: FreeBSD p.13



Command & Conquer p.05

Business In Ubuntu p.16


Review - TuxGuitar p.24

Letters p.31

Top 5 p.39

SOME RIGHTS RESERVED

The articles contained in this magazine are released under the Creative Commons Attribution-Share Alike 3.0 Unported license. This means you can adapt, copy, distribute and transmit the articles but only under the following conditions: You must attribute the work to the original author in some way (at least a name, email or URL) and to this magazine by name ('full circle magazine') and the URL www.fullcirclemagazine.org (but not attribute the article(s) in any way that suggests that they endorse you or your use of the work). If you alter, transform, or build upon this work, you must distribute the resulting work under the same, similar or a compatible license.

Full Circle magazine is entirely independent of Canonical, the sponsor of the Ubuntu projects, and the views and opinions in the magazine should in no way be assumed to have Canonical endorsement.

September

30th -

C -

D -

October

10th - 10.10 - F -

Starting 10th - 10.10 -

-

11th -15th -

5th - 29th - D

2010,

-

.-

This magazine was created using :

SCRIBUS Desktop Publishing for Linux

gimp

OpenOffice.org

creative commons

Full Circle Podcast

,

, , ,

.

-

,

' ( ) -

.I '

-

.

Hosts:

C

E H

D

.

AUDIO MP3 AUDIO OGG

Linux's new Gnome desktop to take on KDE and Windows

KDE 4.0 is winning over users with the advances it has made for the Linux desktop. Unless Gnome undergoes a similar metamorphosis, it's living on borrowed time - it's clearly now been overtaken by both Windows 7 and KDE 4.0 in meeting the demands of a modern interface, both in flair and functionality.

What happens with Gnome has special importance for Ubuntu, too - as the 'premier' desktop Linux that most new users to Linux experience, it's important that it can meet their expectations in terms of a visually appealing and easy to use interface. And while KDE 4.0 is arguably prettier than Windows 7, it's not the default for Ubuntu.

Fortunately, Gnome is undergoing a change. The first major move in eight years of development, in fact. As I covered KDE extensively last issue, it's only fair we take a look at what the next major milestone of Gnome will bring and whether it can compete to provide a next-generation experience. Afterall, assuming Canonical sticks with Gnome, this is what the future of Ubuntu will look like.

Source: apcmag.com

GCHQ spooks top UK Linux installations

The largest installation of Linux desktops in any British Government site is at GCHQ, the high-tech spy-station in Cheltenham, according to industry sources.

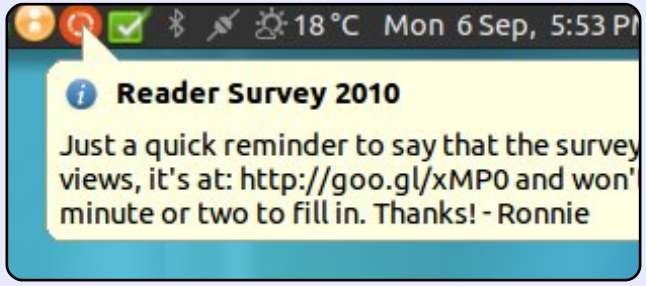
Whispers in the courtly corridors around Westminster, the seat of British government, have it that British intelligence uses Linux because it is secure, good at number crunching, and doesn't cost much to deploy.

Source: thinq.co.uk

Full Circle Notifier - Beta Release!

C ( )
Full Circle Notifier,
/ ,
!

FC . F ,
FC G G :
http://goo.gl/4Ob4



Full Circle Survey 2010

LAST FEW DAYS!

H F C , '

F C .

( )
'

/ /
, !

Please take a few moments to fill out our survey:
http://goo.gl/xMP0

The future of Full Circle is in your hands!

FC .
The survey will end on Sept. 30th 2010, so you've only a few days left to participate!

,I

C I-
(, ,
),

-

;

.A 2 ,I
A ,
I
- .
I' .I

, .

I'

, .

Fdisk:

I

, , :

```
sudo fdisk -l
```

I

.

```
Disk /dev/sda: 320.1 GB, 320072933376 bytes
255 heads, 63 sectors/track, 38913 cylinders, total 625142448 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk identifier: 0x76692ca8

Device Boot      Start         End      Blocks   Id  System
/dev/sda1            2048    30716279    15357116   1c  Hidden W95 FAT32 (LBA)
/dev/sda2   *    30716280   186996599    78140160    7  HPFS/NTFS
/dev/sda3       186996600   625137344   219070372+   f  W95 Ext'd (LBA)
/dev/sda5       186996663   543109454   178056396    7  HPFS/NTFS
/dev/sda6       543109518   570452084    13671283+  83  Linux
/dev/sda7       570452148   625137344    27342598+  83  Linux
```

A ,

, .

I

/ ,

:

```
sudo fdisk /dev/sda
```

/ /

, '

. , '

C ( ): .I

```
Command action
 a   toggle a bootable flag
 b   edit bsd disklabel
 c   toggle the dos
compatibility flag
 d   delete a partition
 l   list known partition
types
 m   print this menu
 n   add a new partition
 o   create a new empty DOS
partition table
 p   print the partition
table
 q   quit without saving
changes
 s   create a new empty Sun
disklabel
 t   change a partition's
system id
 u   change display/entry
units
 v   verify the partition
table
 w   write table to disk and
exit
 x   extra functionality
(experts only)
```

A ,

.I
' ,

.

( ), '

,

(

Mkfs:

```
mkfs /dev/sdXY

mkfs.ext2 /dev/sdXY

mkfs -t ext2 /dev/sdXY
```

```
Hex code (type L to list codes): 82
```

Find:

```
find /home/ -name "*~"
```

> [...] ever been looking for a file, and find that Nautilus just doesn't cut it?

COMMAND & CONQUER

Locate:

```
sudo updatedb
```

```
locate “*~”
```

Where/Whereis:

```
where skype
```

```
output: /usr/bin/skype
```

```
whereis skype
```

```
output: skype:
/usr/bin/skype.real
/usr/bin/skype
/usr/bin/skype.bak2
/usr/share/skype
```

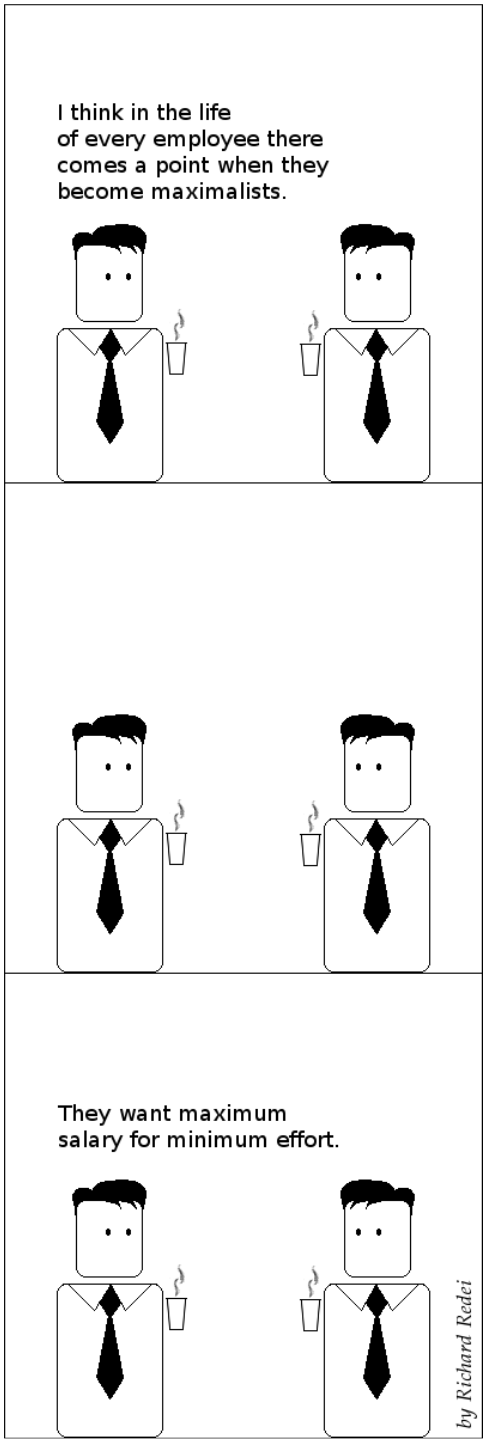
C&C FC

Further Reading:

( )

( )

Lucas



Pygame,

```
#This is the Import
import pygame
from pygame.locals import *
import os
# This will make our game window centered in the screen
os.environ['SDL_VIDEO_CENTERED'] = '1'
# Initialize pygame
pygame.init()
#setup the screen
screen = pygame.display.set_mode((800, 600))
# Set the caption (title bar of the window)
pygame.display.set_caption('Pygame Test #1')
# display the screen and wait for an event
doloop = 1
while doloop:
    if pygame.event.wait().type in (KEYDOWN,
MOUSEBUTTONDOWN):
        break
```

```
screen.fill(Background)
pygame.display.update()
```

```
Background = 208, 202, 104
```

```
import pygame
from pygame.locals import *
import os
Background = 208, 202, 104
```

pygame1.py,

```
FontForeground = 255,255,255
# White
```

```
# This will make our game window centered in the screen
os.environ['SDL_VIDEO_CENTERED'] = '1'
# Initialize pygame
pygame.init()
# Setup the screen
screen = pygame.display.set_mode((800, 600))
# Set the caption (title bar of the window)
pygame.display.set_caption('Pygame Test #1')
screen.fill(Background)
pygame.display.update()

#  Our Loop
doloop = 1
while doloop:
    if pygame.event.wait().type in (KEYDOWN,
MOUSEBUTTONDOWN):
        break
```

```
font =
pygame.font.Font(None,27)
text = font.render('Here is
some text', True,
FontForeground, Background)
textrect = text.get_rect()
screen.blit(text,textrect)
pygame.display.update()
```

```
textRect.centerx =
screen.get_rect().centerx
textRect.centery =
screen.get_rect().centery
```

```
import pygame
from pygame.locals import *
import os
print
pygame.font.match_font('Couri
er New')
```

```
courier =
pygame.font.match_font('Couri
er New')
font =
pygame.font.Font(courier,27)
```

```
import pygame
from pygame.locals import *
import os

Background = 0,255,127
os.environ['SDL_VIDEO_CENTERED'] = '1'
pygame.init()
screen = pygame.display.set_mode((800, 600))
pygame.display.set_caption('Pygame Example #4 - Sprite')
screen.fill(Background)
```

0, 255, 127 (

).

(

).

?

contents ^

```
class Sprite(pygame.sprite.Sprite):
   def __init__(self, position):
        pygame.sprite.Sprite.__init__(self)
        # Save a copy of the screen's rectangle
        self.screen = pygame.display.get_surface().get_rect()
        # Create a variable to store the previous position of the sprite
        self.oldsprite = (0, 0, 0, 0)
        self.image = pygame.image.load('stick3.png')
        self.rect = self.image.get_rect()
        self.rect.x = position[0]
        self.rect.y = position[1]

   def update(self, amount):
        # Make a copy of the current rectangle for use in erasing
        self.oldsprite = self.rect
        # Move the rectangle by the specified amount
        self.rect = self.rect.move(amount)
        # Check to see if we are off the screen
        if self.rect.x < 0:
            self.rect.x = 0
        elif self.rect.x > (self.screen.width - self.rect.width):
            self.rect.x = self.screen.width - self.rect.width
        if self.rect.y < 0:
            self.rect.y = 0
        elif self.rect.y > (self.screen.height - self.rect.height):
            self.rect.y = self.screen.height - self.rect.height
```


contents ^

(:// . . / / / .). I ,

.

,

... DI A .

```
character = Sprite((screen.get_rect().x, screen.get_rect().y))
screen.blit(character.image, character.rect)

# Create a Surface the size of our character
blank = pygame.Surface((character.rect.width, character.rect.height))
blank.fill(Background)

pygame.display.update()
DoLoop = 1
while DoLoop:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            sys.exit()
        # Check for movement
        elif event.type == pygame.KEYDOWN:
            if event.key == pygame.K_LEFT:
                character.update([-10, 0])
            elif event.key == pygame.K_UP:
                character.update([0, -10])
            elif event.key == pygame.K_RIGHT:
                character.update([10, 0])
            elif event.key == pygame.K_DOWN:
                character.update([0, 10])
            elif event.key == pygame.K_q:
                DoLoop = 0

    # Erase the old position by putting our blank Surface on it
    screen.blit(blank, character.oldsprite)
    # Draw the new position
    screen.blit(character.image, character.rect)
    # Update ONLY the modified areas of the screen
    pygame.display.update([character.oldsprite, character.rect])
```

Greg Walters D
, C,
A , C ,
1972. H
, , ,
.

Virtualization Pt4 - FreeBSD

, I

,

C I -

. ' F B D

8.1,

:// . . / .

. C

F ,

.

D D -

1. .

,

. F

, :

:// . . / /8

.1 / .

I 512 B

A 6GB ,

' (

).

Step 1:

I , '

F B D

.

, 1

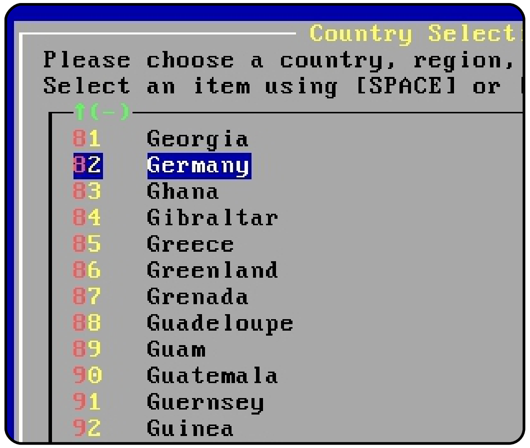
CD.

Step 2:

CD , '

(. 1)

(. 2).



Step 3:

'

(. 3). I '

F B D, I

,

' (

, ,

-).

Step 4:

, '

(. 4).

'

,

, (A)

. I

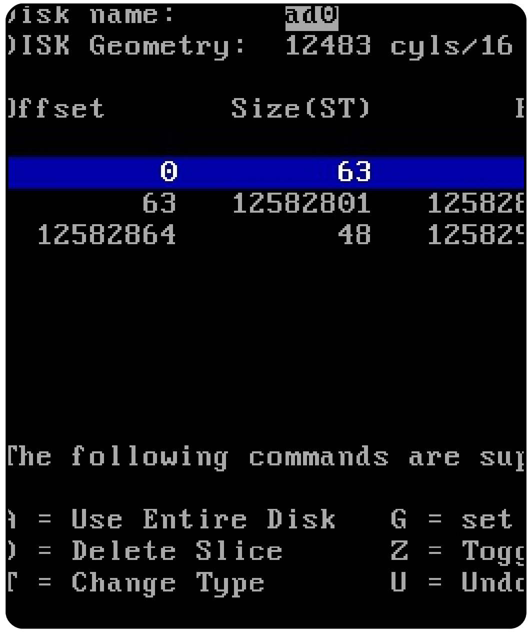
, I

.

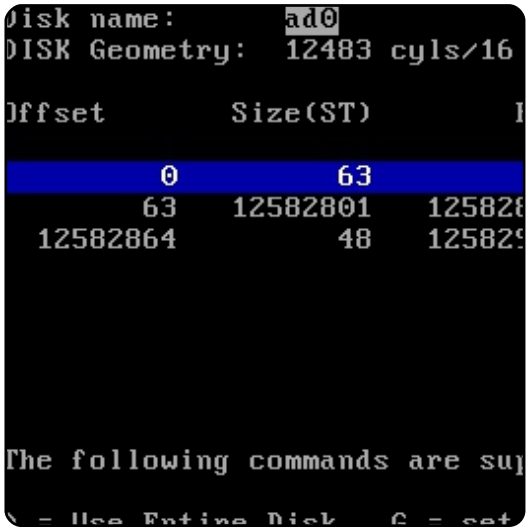
. 5, -

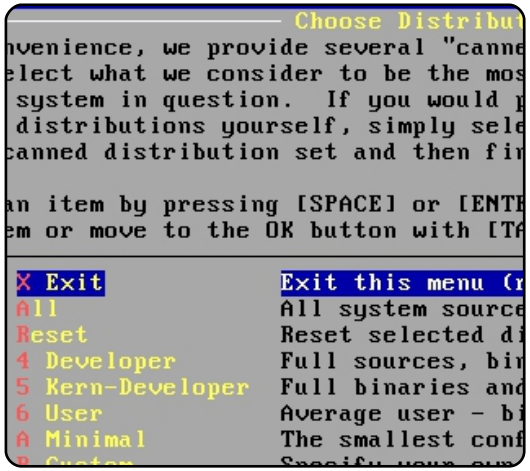
-

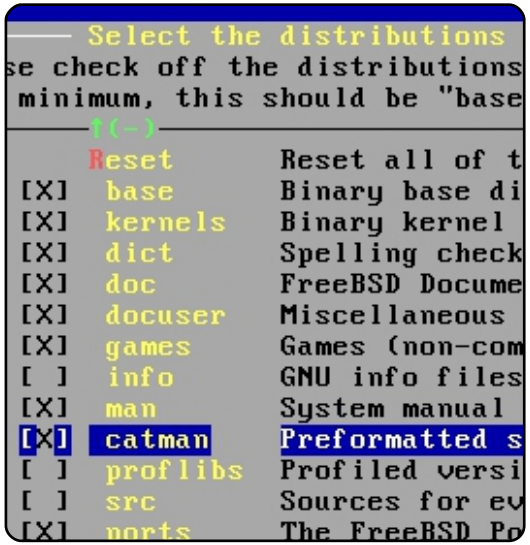
.

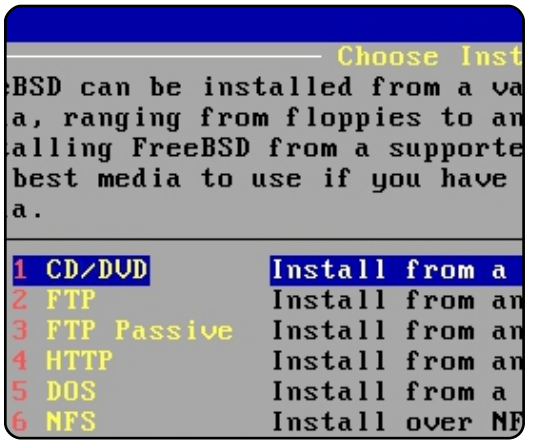


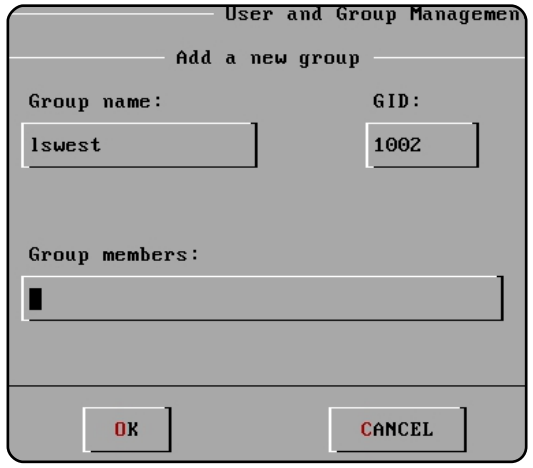
Step 5:



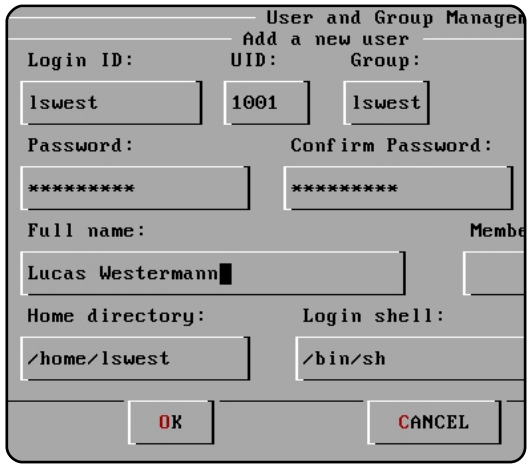








contents ^



Extra links:

C-B D (A F B D-

-

).

:// . . /

F B D H :

:// . . / /

.I 8859-

1/ / / .

Step 6:

C

!

I

F B D. I

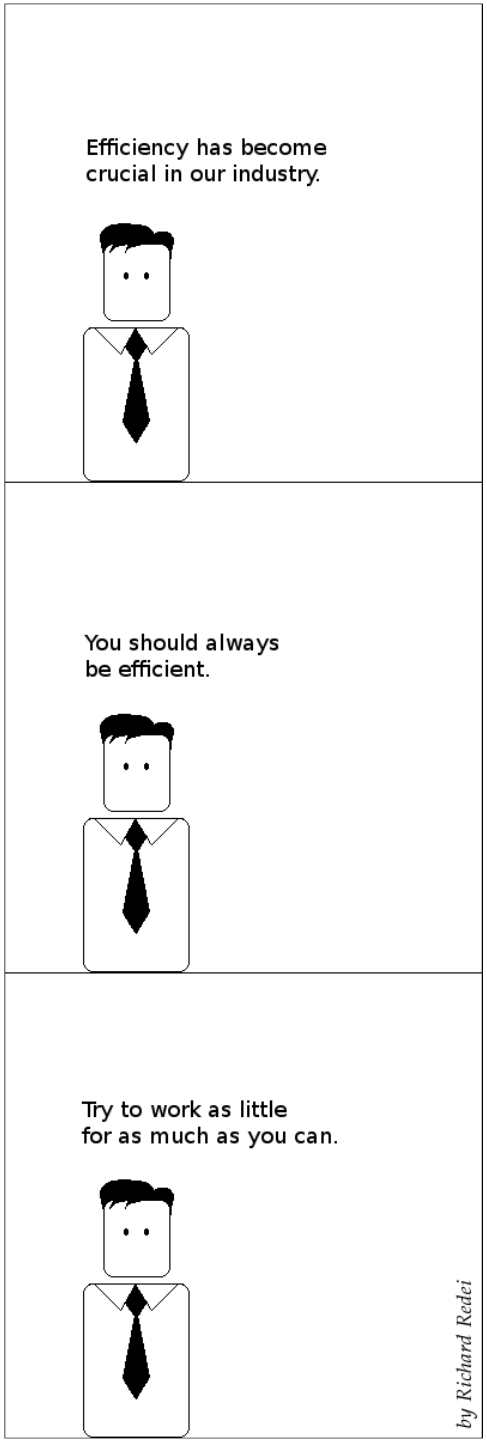
.I

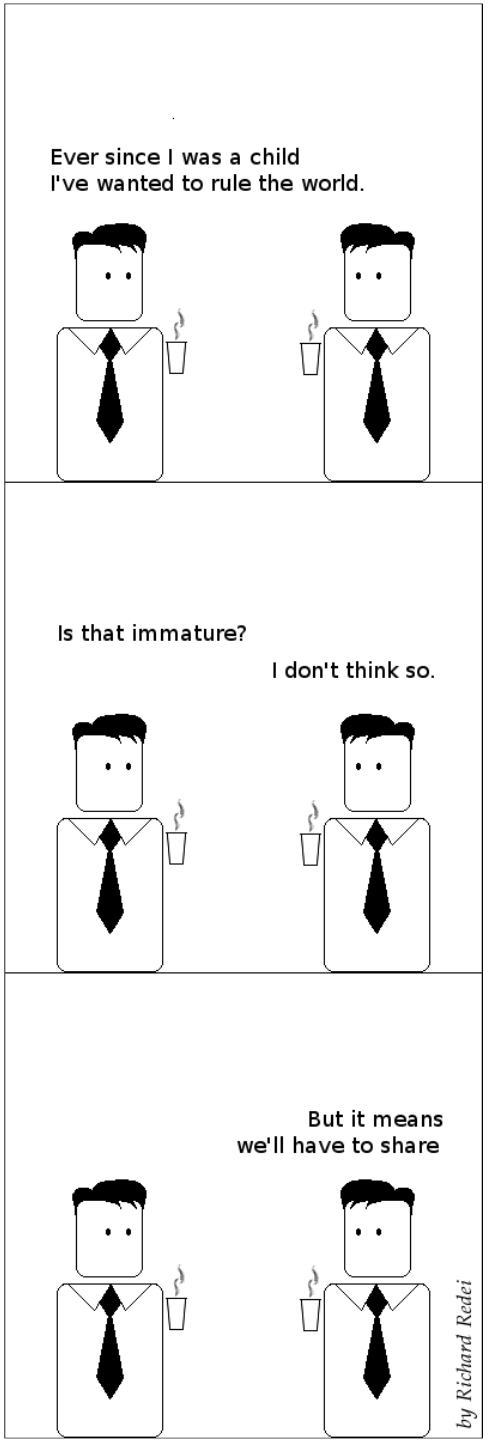
34@ .

FC

Lucas

: 34@ .





HOW-TO

Written by David W. Maudsley

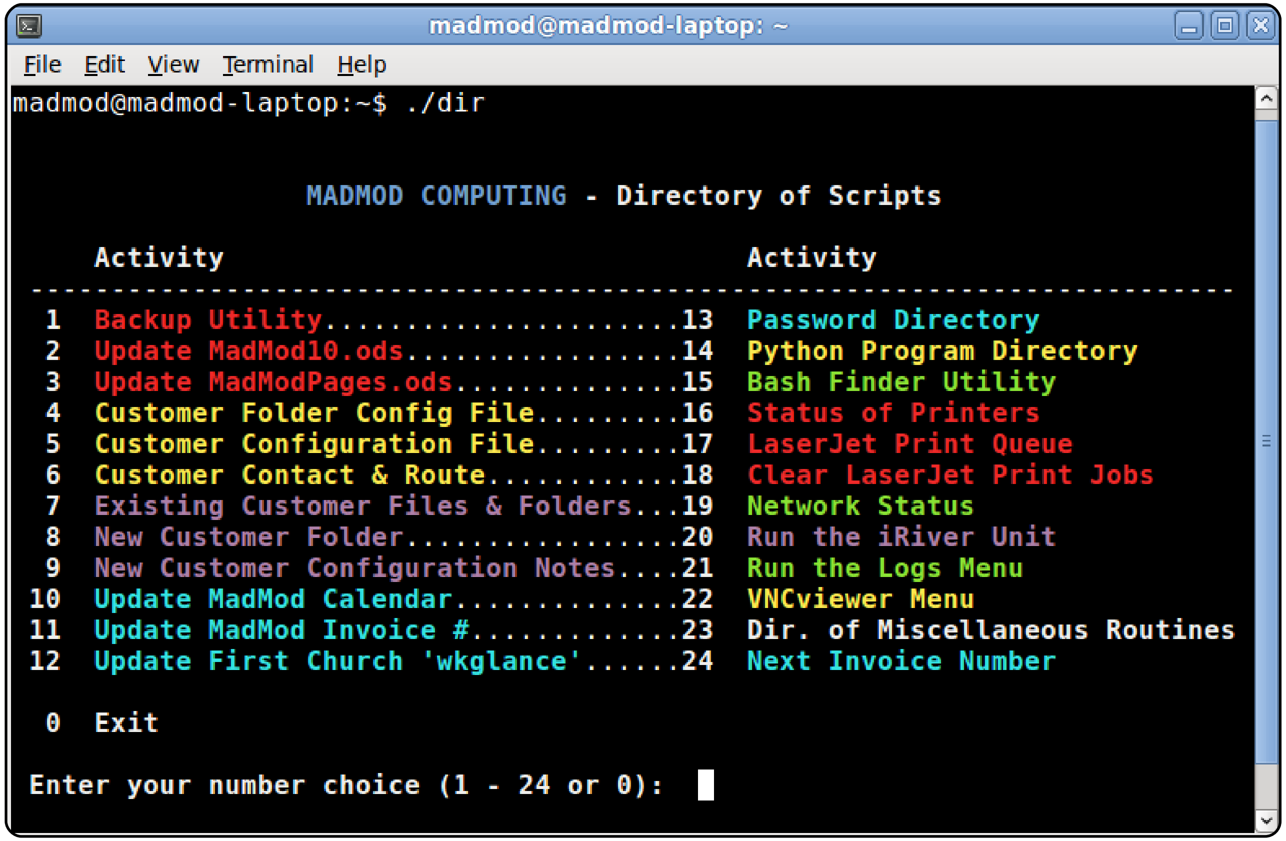
Keep A Business Afloat With Ubuntu

2001 D I 2600.
I I
- I
'
: A D I
2600 ( ) .
H ,
D B -
E ,
-
32 B , I
CD- ,
. .
B -
I (I I
2000 E,
)
- E -
, ,
. F I .
A E ' , I
I

> I used Microsoft Office for everything...

.
,
. I '
D . .

- A F 2006, I D -9 I
' E ' I I K
E (6.10), K .
F F G G
H H (8.04). I , I D I
H E1505 10.04 (
H) D
- ,
. A D -9 10.04
, D -9
E . 10.04



, ' .

.
CD
C 4GB D
- . D -9 D
. I , I
D -9 .
' .
. C

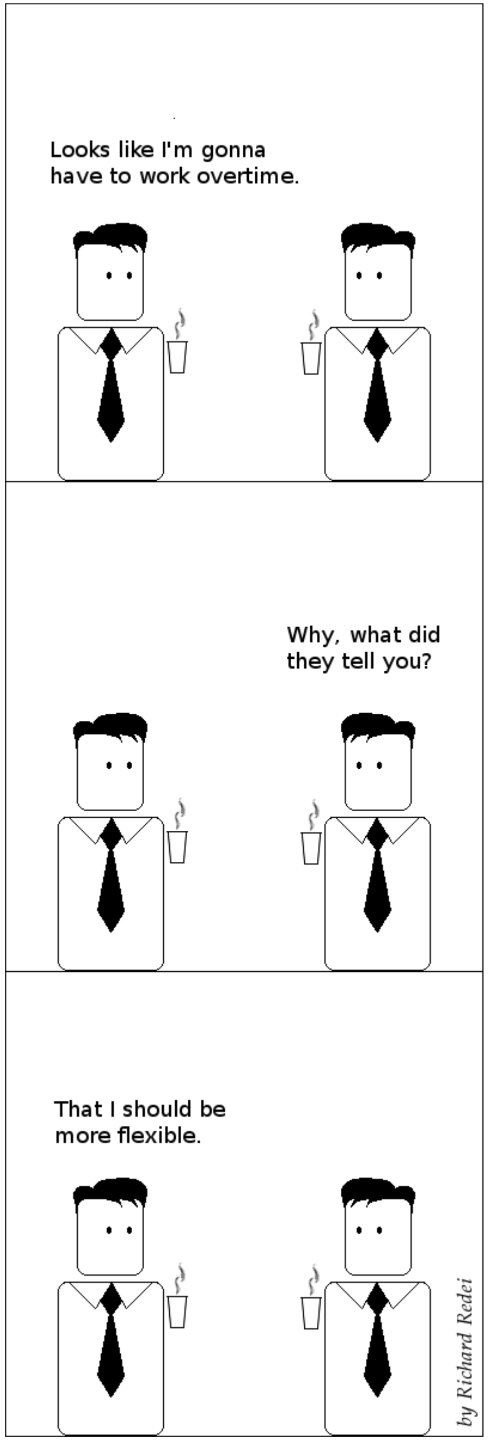
, I' ,
. A ,
B - , , ,
, , CD-
. A
. GI . I 26 :
CD .

```
30 8 26 * * /bin/date >>
Desktop/reminders ;
/bin/echo "Credit Card
Payments Due" >>
Desktop/reminders
```

, -
, ,
, .
,
. - A ' , I'
2GB 71- -
. 15 -
- !

. . I
B 60GB
A C
,
,
. -

> Cron jobs send reminders to a text page on my desktop...



Write For Full Circle Magazine

Guidelines

I ,

.

it must somehow be linked to Ubuntu or one of the many derivatives of Ubuntu (K , ,).

F

:

:// . . /

/ - : ,

33 .

. I

,

PLEASE SPELL AND GRAMMAR CHECK IT!

:

@ .

Writing

I ,

I ' ,

F ,

.

. —

.

Non-English Writers

I

E , ' .

,

Images

I J G

.

.

:

, '

,

E !

.

REVIEWS

Games/Applications

When reviewing games/applications please state clearly:

, ?

(/)

, ?

Hardware

When reviewing hardware please state clearly:

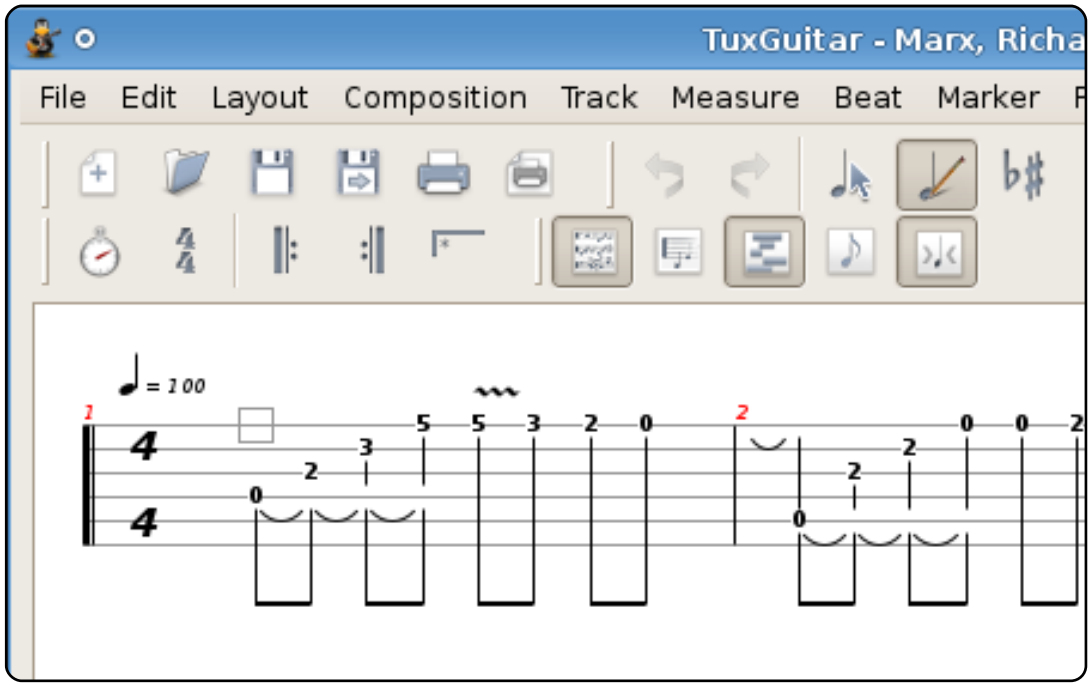
?

?

?

?

You <u>don't</u> need to be an expert to write an article - write about the games, applications and hardware that you use every day.


TuxGuitar - Marx, Richa
File Edit Layout Composition Track Measure Beat Marker
= 100

.

,

DF. I

.

,

.

, I G

, .I '

.I

I ,

Score: 4.5/5

Pros:

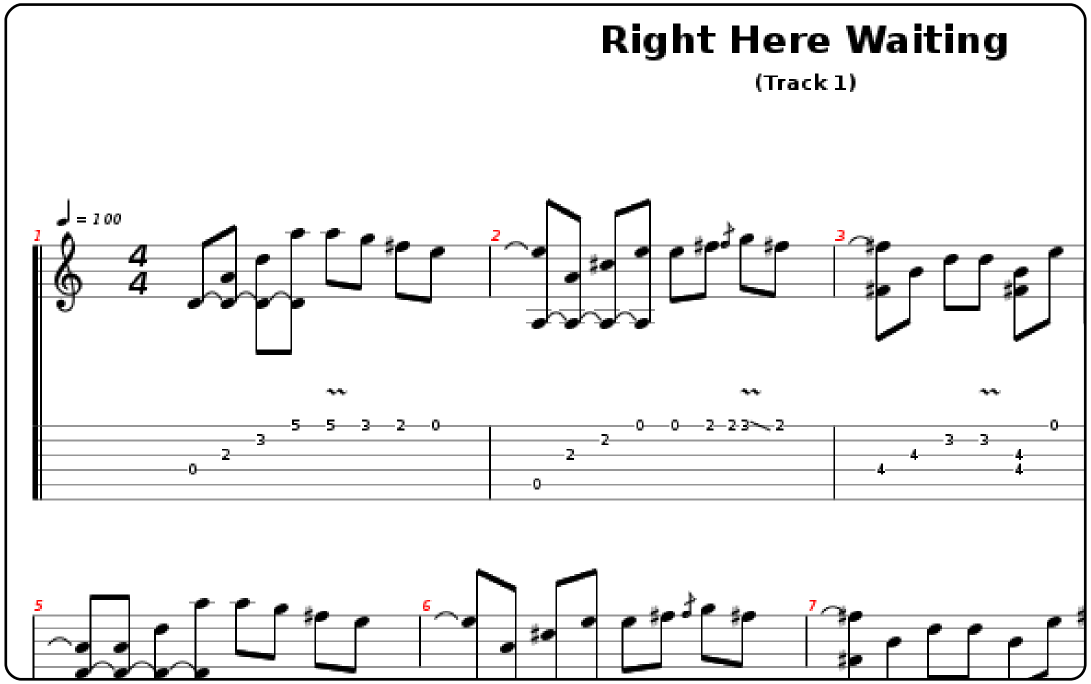
I

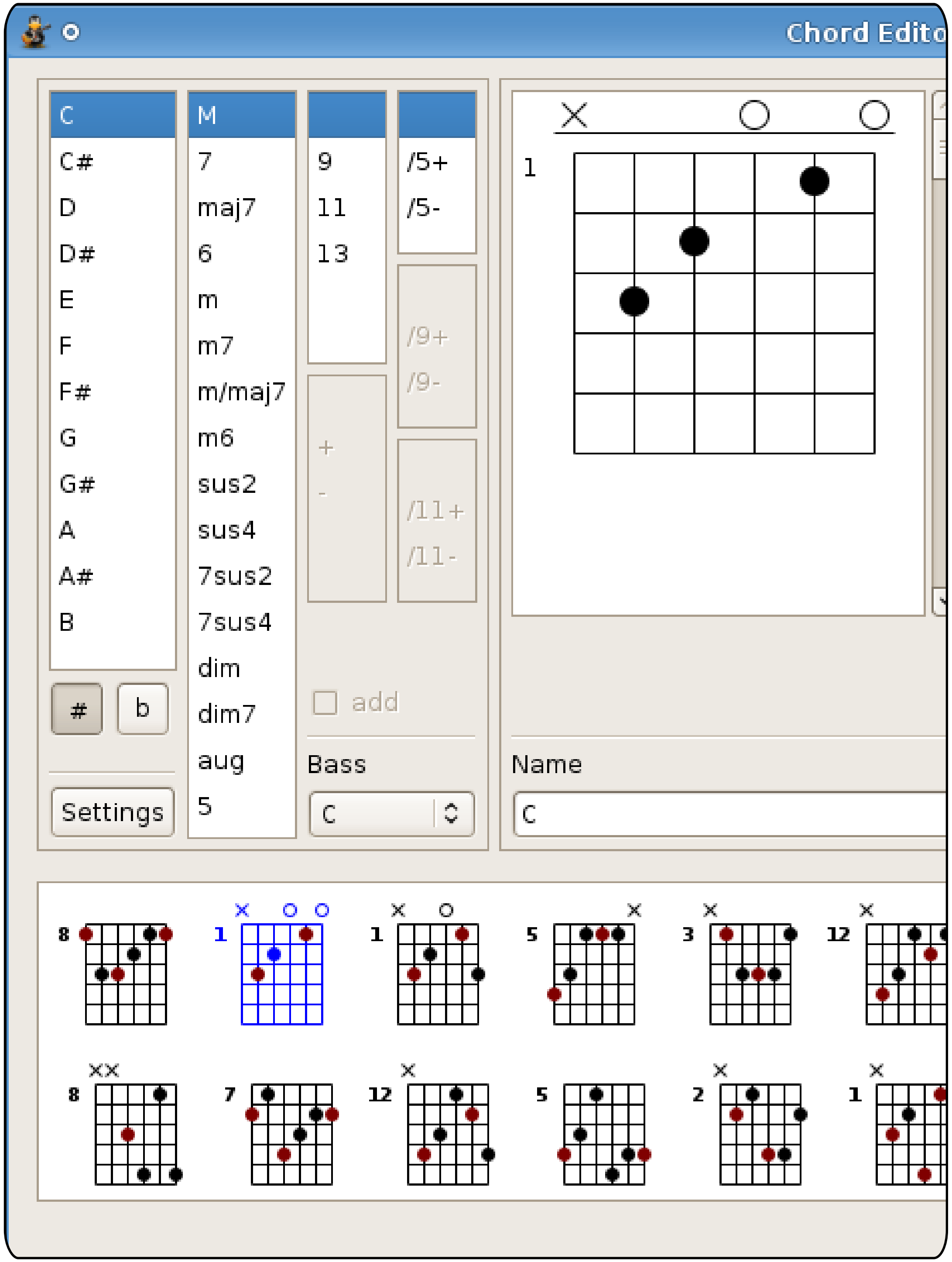
C G 5

C

Cons:

A ,





MOTU INTERVIEW

Taken from behindthecircle.org

Julien Lavergne

Behind MOTU is a site featuring interviews with those known as 'Masters of the Universe' (MOTU). They are the volunteer army of package maintainers who look after the Universe and Multiverse software repositories.

Age: 26
Location: ,
F
IRC Nick:

How long have you used Linux, and what was your first distro?

2004, I
5.04.

How long have you been using Ubuntu?

H (5.04). I
I . I
,
D .

When did you get involved with the MOTU team and how?

I E
. I
, E (
, .

What helped you learn packaging and how Ubuntu teams work?

, D
D ,
H - ' (,
, 7, -). I
,
D .

What's your favorite part of working with the MOTU?

. I
, I
I
.

Any advice for people wanting to help out MOTU?

D .
. A
. I
.

Are you involved with any local Linux/Ubuntu groups?

A F C ,
D ,
. I ,
, I K .
.

What are you going to focus on in Karmic and Karmic+1?

F K , I
I (,
,). F , I

What do you do in your other spare time?

, I
, I .

TRANSLATION INTERVIEW

Supplied by Amber Graner

Ricardo Pérez

Spanish translation team

Ubuntu is brought to users in their own language by a large community of volunteer translators, who tirelessly work on localizing every part of the operating system on every release. In this series of interviews we'll get to know who they are, about their language, and how they work.

Could you tell us a bit about you, and the language you help translate Ubuntu into?

H ! I , I 35 ,
I
H
, A
. F , I
,
.

I -
E .
-
.

How and when did you become an Ubuntu translator?

I
. I
2005. I
,
. F
, , I

H

, I ,
E
(,
:
:// . / /
/).
I
,
.

What other projects do you help with inside the community?

I 99%
.

Do you belong to an Ubuntu LoCo team? If so, which one?

, I
, I
.

How can people who want to help with translating Ubuntu and all the various pieces and parts into your language get started?

:// . . /
,
.

What's the desktop experience for Ubuntu users in your language? Is Ubuntu in your language popular among native speakers?

I I (I
),
.

Guadalinex,
A .

Where does your team need help?

,
.
, .

Do you know of any projects or organizations where Ubuntu is

used in your language?

A G
A (
Guadalinex),

H .

What do you feel is the most rewarding part of translating Ubuntu?

I

. I

.

Is there anything else about your team or translation efforts that I haven't asked you about that you would like to talk about?

I . I
. !

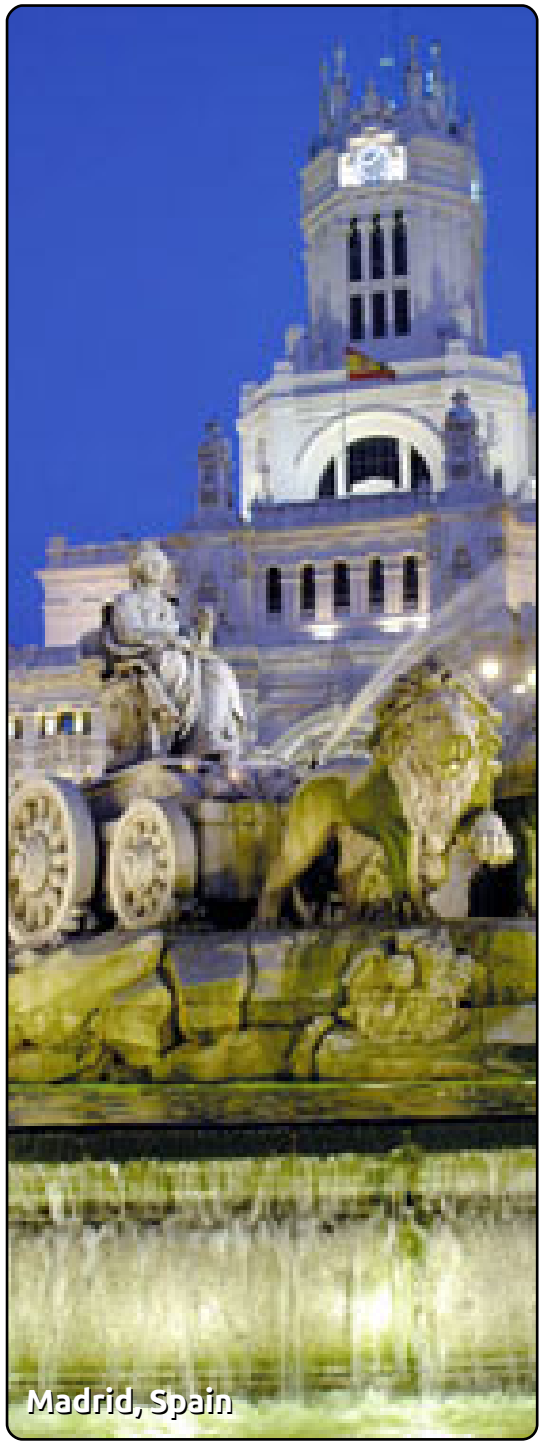
Become an Ubuntu Translator

D ? J ,
. :

G
(:// . . /+ / -)

:// . . / /K B /

H -
:// . . /


Madrid, Spain

LoCo INTERVIEW

Supplied by Amber Graner

Greg Grossmeier

Ubuntu Michigan LoCo Team

A LoCo Team is a Local Community of Ubuntu users. A LoCo can involve things such as local promotion, support in the local language, general support to local users and much more. Most importantly however, it lets people find other Ubuntu users near them and experience the Ubuntu Community firsthand.

In the latest LoCo Team interview in this US Teams Interview Series – LoCos, Leaders, and Lessons Learned - Amber Graner talks to Greg Grossmeier of the Ubuntu Michigan LoCo Team. Greg talks about the history of the team, resources, events, a new podcast put together by Ubuntu Michigan team members and more!

US-Teams: Could you tell us a little about you and what your role in the LoCo Team is?

Greg Grossmeier: ! , , G G , ! F I - C H , I C . J 2007. I . , , I . . . I J C (F C C) C (I ,). B I ( ), I (. I , I) C I C . I I . , , I I C , , , , / . ; E . , , , B J ( ) , , G G . , , C .

US: When was the Ubuntu Michigan LoCo team started? How long after it was started did it take to get approved?

GG: C J 2007. I , I H , I - C !

US: What tools do you use for your team? Mailing Lists, Forums, IRC, websites, Micro-blogging sites, etc.

GG: I C (# - -), (- - @ . .).

US: On the road to LoCo approval, what were some of the challenges the team faced, and how did the team overcome them?

GG: , A) , B)

US: What are the biggest challenges your team faces now,

and what strategies does the team use to overcome them?

GG: . . G J , , , , . (J J !); C - (!) .

US: What types of activities does the LoCo Team participate in? Are there any events the LoCo team sponsors?

GG: A G J , , F , .

US: What are some of the projects your LoCo team has worked on? What are some of the upcoming projects the Ubuntu community can expect to see from the LoCo team throughout the next cycle?

GG: , . C C C I C ( ). !

US: What are some of the ways in which the LoCo actively recruits new members? What resources have you created or do you use (ie posters, fliers, business cards, banners, etc.).

GG: : (C), , C . .

US: What do you think is the best aspect of being part of a LoCo team?

GG: , . I (E).

US: What has been the most rewarding and exciting moment for the LoCo Team to date, and why?

GG: I , C C C , .

US: What suggestions would you offer for newly formed LoCo teams or those teams working toward approval right now?

GG: G ! ! K I C . . : . B .

US: What tips, tricks, tools, references, etc., would you suggest for the leadership of a LoCo team?

GG: A , . D . , .

US: When you think of the Ubuntu Community, and the spirit of Ubuntu, how does the LoCo embody and share that spirit?

GG: , . A , I C , , , J J . I C - . , :

G :
://. . / /7508761@ 03/1636244836/ / -72157602529198873/

J :
://. . / / /3476604620/ / -72157617391698128/

:
:// . . / / I #5466095970570143586

LETTERS

Every month we like to publish some of the emails we receive. If you would like to submit a letter for publication, compliment or complaint, please email it to: letters@fullcirclemagazine.org. PLEASE NOTE: some letters may be edited for space.

Less CLI, More GUI

James

PS3 > Ubuntu Streaming

Jason Froebe

Podcast #11?

NUboon2Age

: There is a Full Circle

LETTERS

Side-pod in production which may escape in the next few days. We did say it would be occasional and irregular.

E : *I am going to upset Robin now and give you a release date of Episode 11 to be mid-September 2010!*

Download All Issues

? =1513621

Jake007g

Thank You

A , !

David

Full Circle Side-Pod #3

Where's the Neurotic Numbat?

I : *with great power, comes a big utility bill.*

Modern Times

Old Shatterhand froze: ... Was it notoriously jealous Winnetou, who found out he is spending his pastime playing with a young Sioux?

GAME NEWS

Unreal Tournment 3 not coming to Linux:

Score: 7/10

Good:

Bad:

If you have Ubuntu-related questions, email them to: questions@fullcirclemagazine.org, and Gord will answer them in a future issue. Please include as much information as you can about your problem.

Q Is there a way to record streaming audio?

A , . F , G .

Q The wireless doesn't work in my HP G62 laptop.

A C E , A /H D . B A , "A ."

Q I purchased a USB sound card. When I plugged it in, it did not work. What do I have to do?

A G > > / B .

Q I have a Dell Inspiron 9400 with an ATI Radeon Mobility X1400 graphics card. I have an external monitor connected using a VGA cable. When I try to use the external monitor as an extension of my main screen, the image goes all wavy and jumps around.

A I . . , . A I C C C .

Q Do you think Samba will be a little bit better for new users in 10.10?

A (*Dmizer*) I ' . . , , / .

Q Once installed, sopcast launches successfully but only about 10% of the channel list actually work. Among the Chinese channels (the ones I'm most interested in) only CCTV3 is working; for every other Chinese channel I always get a "connecting" message.

A I , I . I ://. . /. ://. . /!

Q After an update, my "Nvidia Xserver" does not recognize my monitor all of a sudden, displaying "unknown" instead of the monitor name, and giving me 1024x768 resolution instead of the 1600x1200 that it used to. If I switch to the "guest" user, the Nvidia Xserver recognizes the monitor like it used to, and displays the proper resolution. What is going on?

A :

```
sudo nvidia-xconfig

gksudo nvidia-settings
```

I have a 2GB /boot partition shared with Sabayon and Fedora, a 77GB Sabayon partition, a 200GB Fedora partition, and a 200GB Ubuntu partition. Ubuntu detects Fedora perfectly, however, there is no Sabayon. Today Ubuntu upgraded my

kernel and my triple-boot is, once again, broken. Is there some way I can fix my triple-boot so that, when Ubuntu upgrades the Grub menu, it includes Sabayon?

Tips and Techniques

Nasty Partitions

MY DESKTOP

Your chance to show the world your desktop or PC. Email your screenshots and photos to: misc@fullcirclemagazine.org and include a brief paragraph about your desktop, your PC's specs and any other interesting tidbits about your setup.

I' 5.04. I
10.04 K ,
!

I . I'
A 10.04. I
. I 10.04 ,
C 1.7GH , 1.5GB A , 80GB A A HDD! I
!

Long Nguyen

9.10 K K D
1435 . I ,
I -
. ,
B 2 G .
2 , 320GB, 3GB A .
G .

I : ,
. I
- .

Praveen Kumar Singh

MY DESKTOP

H , I' J I ,
D I 1440. I F
C .

:
( )
C
F , I
G A G
A G -D

:
D -C C - 4300 - @2.10GH
1.9GB A
GA - I C 4 C I
G C (07)
K : 2.6.32-23-

Fakhrul Rijal

I 10.04 7
, I ; I
.

D E

. , , I
G I
(
).

460 , I C 3
330 C (2.13GH), 2GB A , A I HD
5650 I G A HD, 320GB HDD, 14" . A

I G A HD.

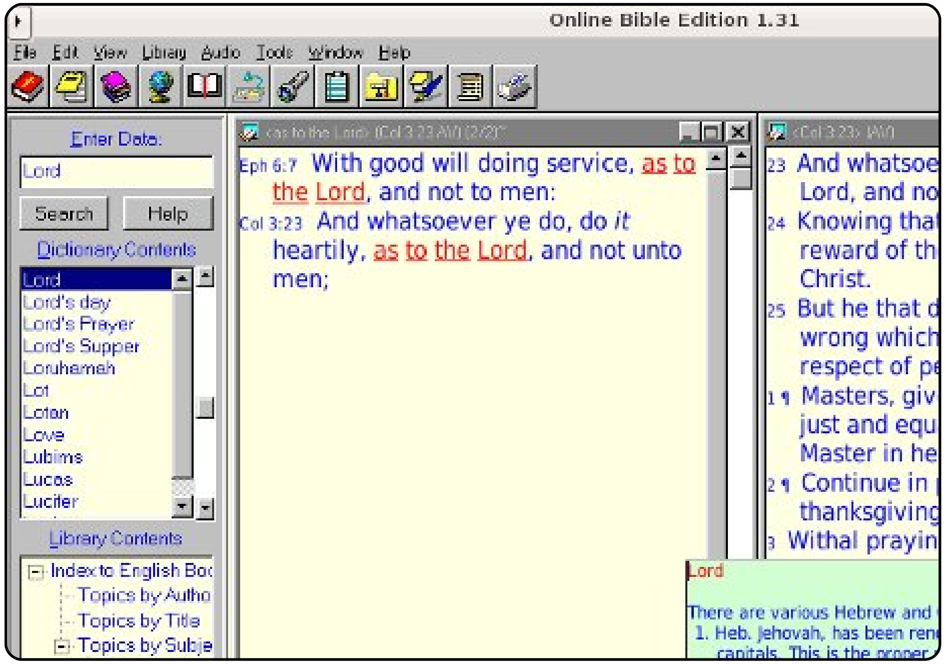
wangshuo2008

Wine

H : :// . . /

(I
E)
-
. I ,
,
, , , ,
. I , ,
. ,
, .

, .

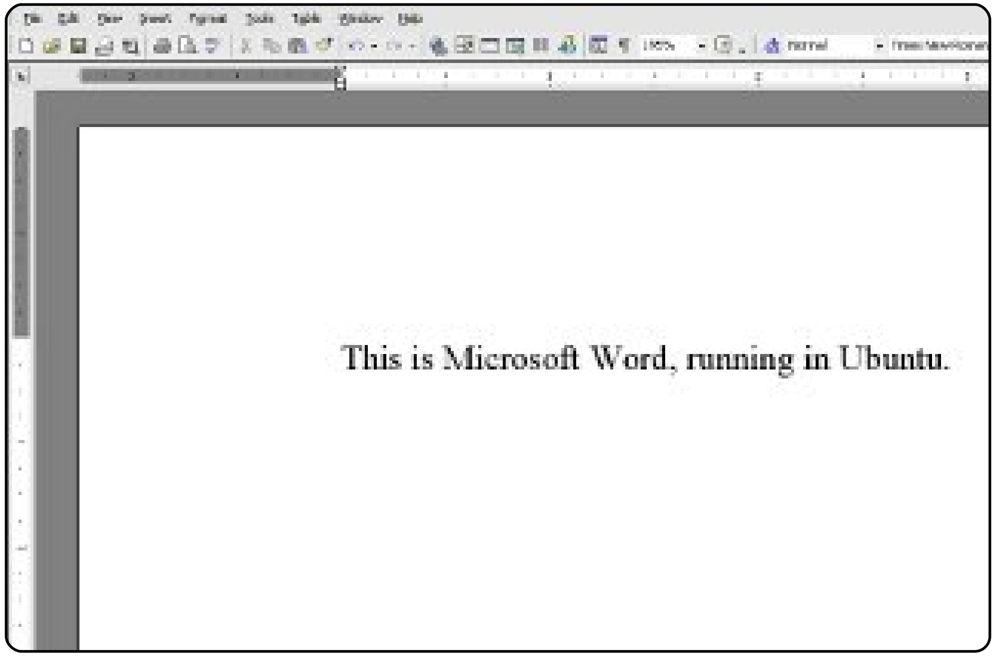


CrossOver

H : :// . . /

I ,
,
C . I C ,
. ,
,
. I ,
. ,
,
( ) .

C ,
. I . .



VMWare Server

H : ___ :// ___ . ___ . ___ / ___ / ___ /

C ,
. I ,
: . ( )
.
, .I
,
.

,

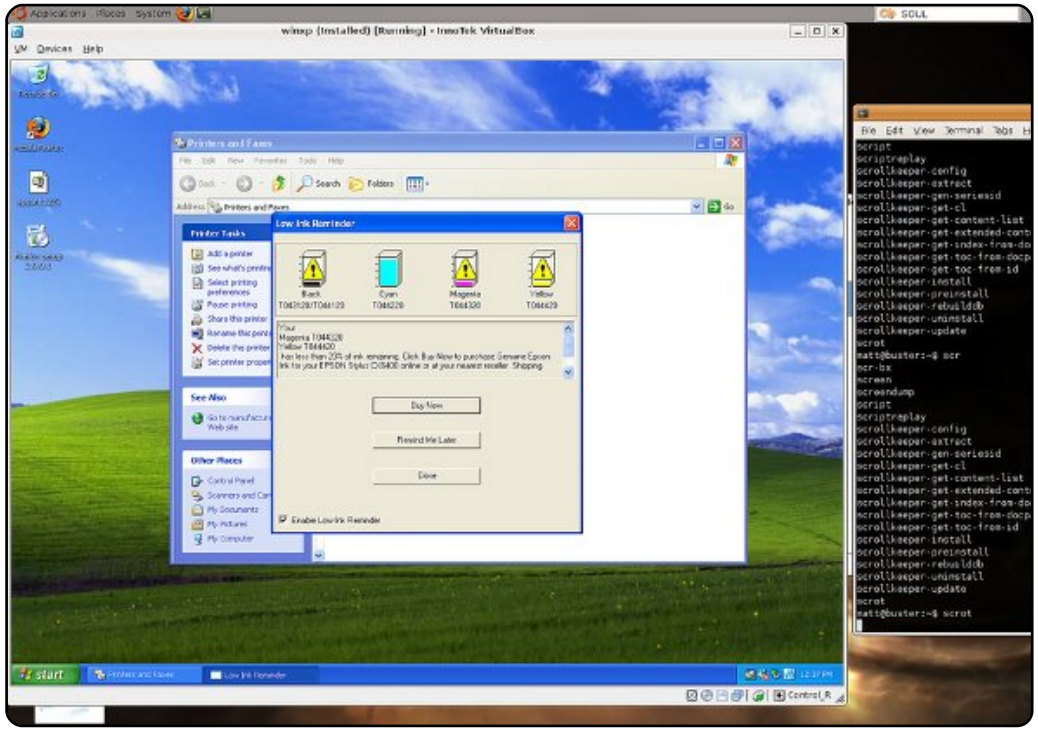
.

VirtualBox

H : ___ :// ___ . ___ . ___ /

, , .
I , .I
, B . C ,
,
- .I
, D (C
) B . , -
.

B



, - -

QEMU

H : ://

F , ,

. :

. A , , E . I

,

(B),

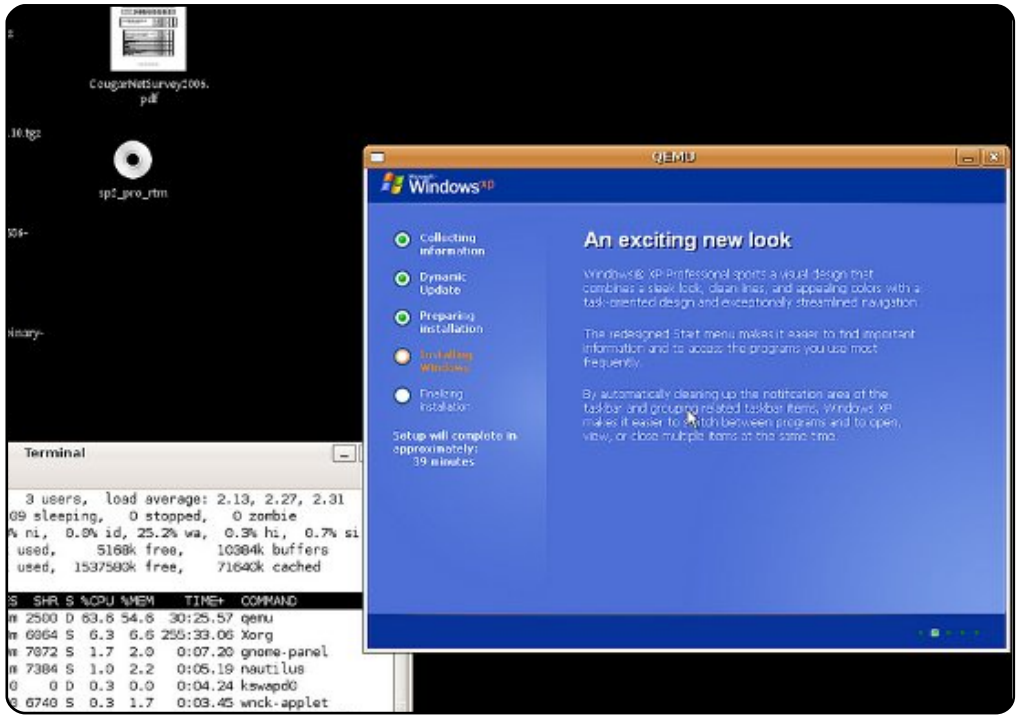
/ , - .

D

,

.

E , .



,

ubuntu-uk
local community support team

The Ubuntu UK podcast is presented by members of the United Kingdom's Ubuntu Linux community.

We aim is to provide current, topical information about, and for, Ubuntu Linux users the world over. We cover all aspects of Ubuntu Linux and Free Software, and appeal to everyone from the newest user to the oldest coder, from the command line to the latest GUI.

Because the show is produced by the Ubuntu UK community, the podcast is covered by the Ubuntu Code of Conduct and is therefore suitable for all ages.

://

ubuntu uk podcast

Download

Available in MP3/OGG format in Miro, iTunes or listen to it directly on the site.

HOW TO CONTRIBUTE

F C . F
, , , :
:// . . /
: @ .

I **news**, : @ .

comments : @ .

H / **reviews** : @ .

Questions &A : @ .

Desktop : @ .

... **forum** : . .

FULL CIRCLE NEEDS YOU!

A ' F C .
, D . (, &
), H - (K/ /) ,
, .
: @ .

Full Circle Team

Editor - @ .

Webmaster - K @ .

Comms Mgr - C @ .

Podcast - C @ .

Editing & Proofreading
K
D H

C ,

Thorsten Wilms
F C .

Deadline for Issue #42:
Sunday 10th October 2010.

Release date for issue #42:
Friday 29th October 2010.